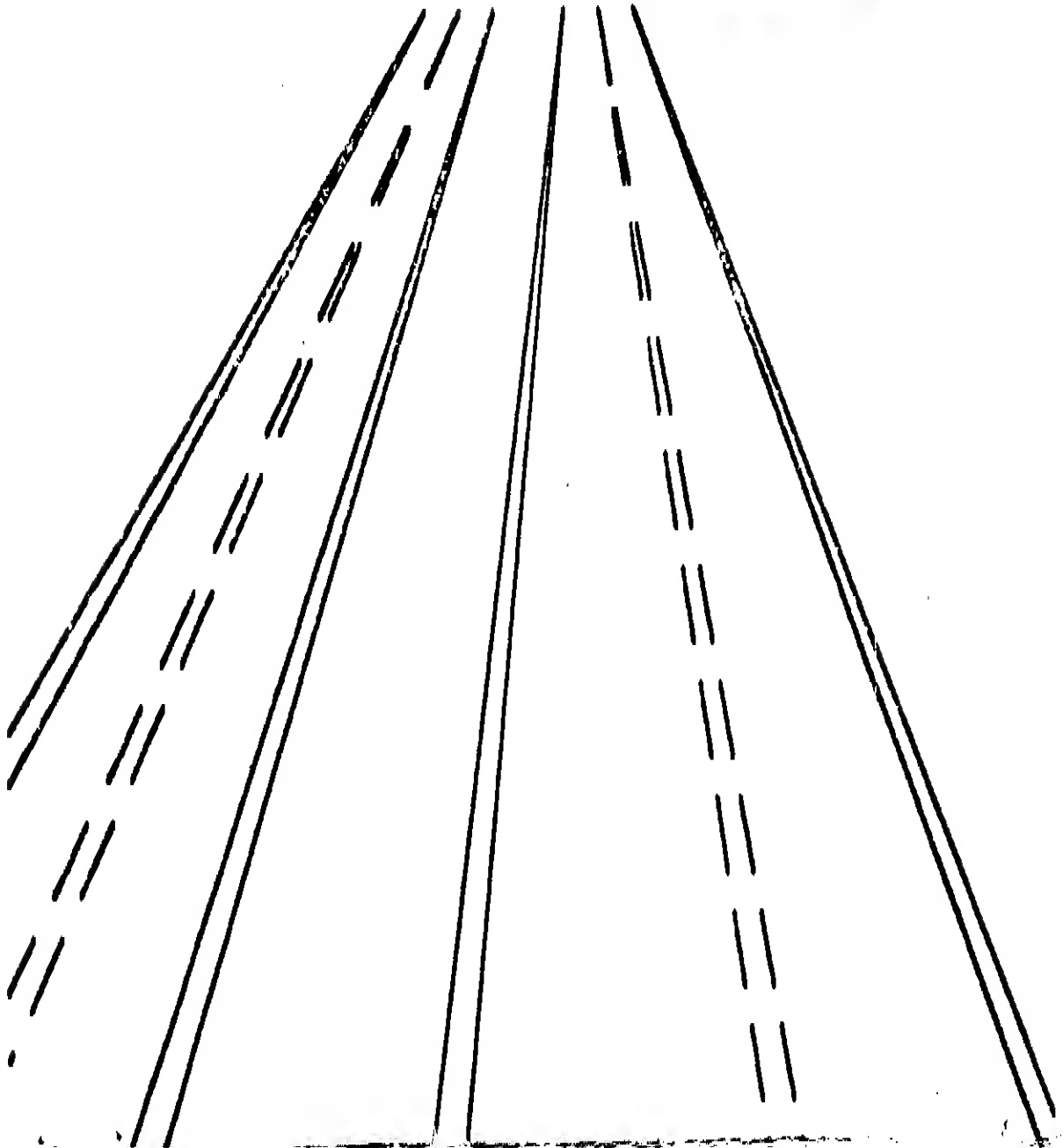


DOT HAPPY



# DOT HAPPY - ISSUE # 20 - 27Sep81

Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhmer and presently owned by the Avalon Hill Game Company.

Dot Happy is published monthly by Allen Wells (phone: (617) 879-2183) for the subscription rate of \$.25 per issue. Game tees are \$5.00 with a \$5.00 refundable NMR deposit. There are presently no game openings. House rules are available on request, just send a SASE. Subscriptions are regarded as a lump sum out of which issue cost is taken, so if rates do change present subscriptions will be affected.

## Hello!

Here I am again. To answer your most common question, yes, I am having a ball at my new job. My first game project (an adaptation of an arcade game for the new Atari 5200 home video system) is going to be shipped this week. Furthermore, since Atari is in a hurry to get cartridges for the 5200 out as soon as possible (to boost sales of the 5200), it might even make it out on the shelves for Christmas! It has come out well, and I am pleased.

And there is another piece of news on my end. I am MAKING IT OUT OF MASSACHUSETTS!!!! Steve and I started looking for a place closer to work, but I was able to convince him to look in southern New Hampshire as well. We found a great place (better than where we are now) for far, far less than anything reasonable in Boston or Cambridge, it is even cheaper than what we have. Furthermore, it is a slightly shorter commute from NH than from Framingham, and there are no tolls! And, of course, there are more benefits than I can name in living out of this state!! BOY AM I PSYCHED!!!

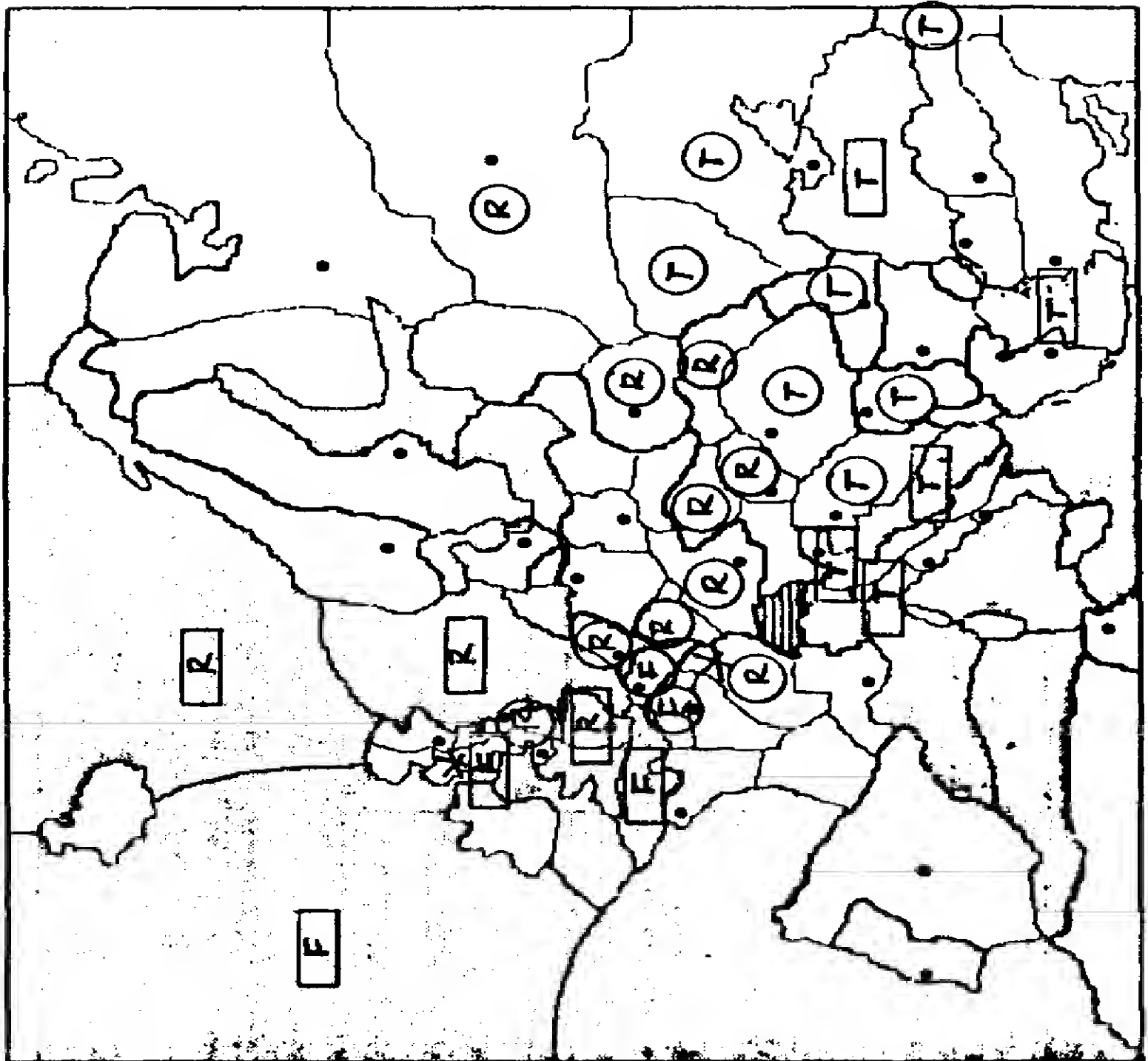
This move should happen just after the next deadline. I hope to get DH out on time next time, but if there is a week delay, please bear with me. Send all orders to me at this address. In the NEXT issue, I will tell you where to send the set after that.

And, on a totally different note, I got a number of people asking to be standbys after the last issue when I let you know that I was out. Thank you all very much!

# Daddy Warbucks: 1980AS

Fall 1911

Deadline for the Autumn retreats and Winter 11 is Thursday 21 Oct.



Liverpool and Budapest fall. Russia loses while both of his enemies gain. The Russian border with Turkey looks weaker than ever, but Russia advances strongly into French territory! Yet, as the Russian threat for a win fades, the Turk advances into a threatening position. Will the renewed cries for peace by the Frenchman be heeded?

# THE GAMES

## Daddy Warbucks: 1900AS

Fall 1911

DRAW DEFEATED:

FRT

France (Grabar): F NAtI\* S F IriS-Lpl, A Bel\* S A Bur-Rur, A Bur-Rur [r:??\*],  
A Pic\* S A Bel, F EnCh\* S A Bel, F IriS-Lpl\*;  
Russia (Albrecht): A Rur-Bur\*, A Boh\* S A Gal, A Hol\*-Bel,  
A Vie\* S A Bud, A Lon-Yor\*, F NthS-Lon\*,  
A Lpl H [r:??\*], A Kie-Rur\*, A Gal\* S A Bud,  
A Bud H [d\*], A Mos\* H, F Nwy-NthS\*, A Mun\* S A Rur-Bur,  
A War\* S A Mos, F BarS-NwgS\*;  
Turkey (JADunn): A Tri\* S A Rum-Bud, F AdrS\* S A Tri, F Tus\* H,  
F BlaS\* S A Bul-Rum, F Ven\* S A Tri, A Ser\* S A Rum-Bud,  
F IonS-AegS\*, A Ukr\*-Gal, A Arm\* S A Sev,  
A Bul-Rum\*, A Rum-Bud\*, A Sev\* S A Bul-Rum;

France (Grabar): home, Bel, Por, Spa, +Lpl (7) Builds: 1;  
Russia (Albrecht): Mos, StP, War, Ber, Den, Edi, Hol, Kie, Lon, Mun, Nwy, Swe,  
Vie, Bud, Lpl, Sev (13) Removes: 3;  
Turkey (JADunn): home, Bul, Gre, Nap, Rom, Rum, Ser, Tri, Tun, Ven  
+Bud, +Sev (14) Builds 2;

Deadline for the Autumn retreats and Winter 11 is Thursday 21 Oct.

France: I am telling you guys that it will be a 3 player draw. Let's just vote for it and end the game.

GM-France: Looks like you will have to propose that one again.

## Junipero Serra: 1981AT

Delayed

I am in the process of finding an ombudsman to straighten out this mess. Either he or I will be getting in touch with you.

## Garden State: 1981HD

Winter 1904

DRAW PROPOSED:

FT

Turkish Standby:

James Dunn

Austria (Conlon): A Ser [r-Alb\*];  
Germany (Hammer): A Mun [r-Sil\*], A Kie [r-Rur\*];

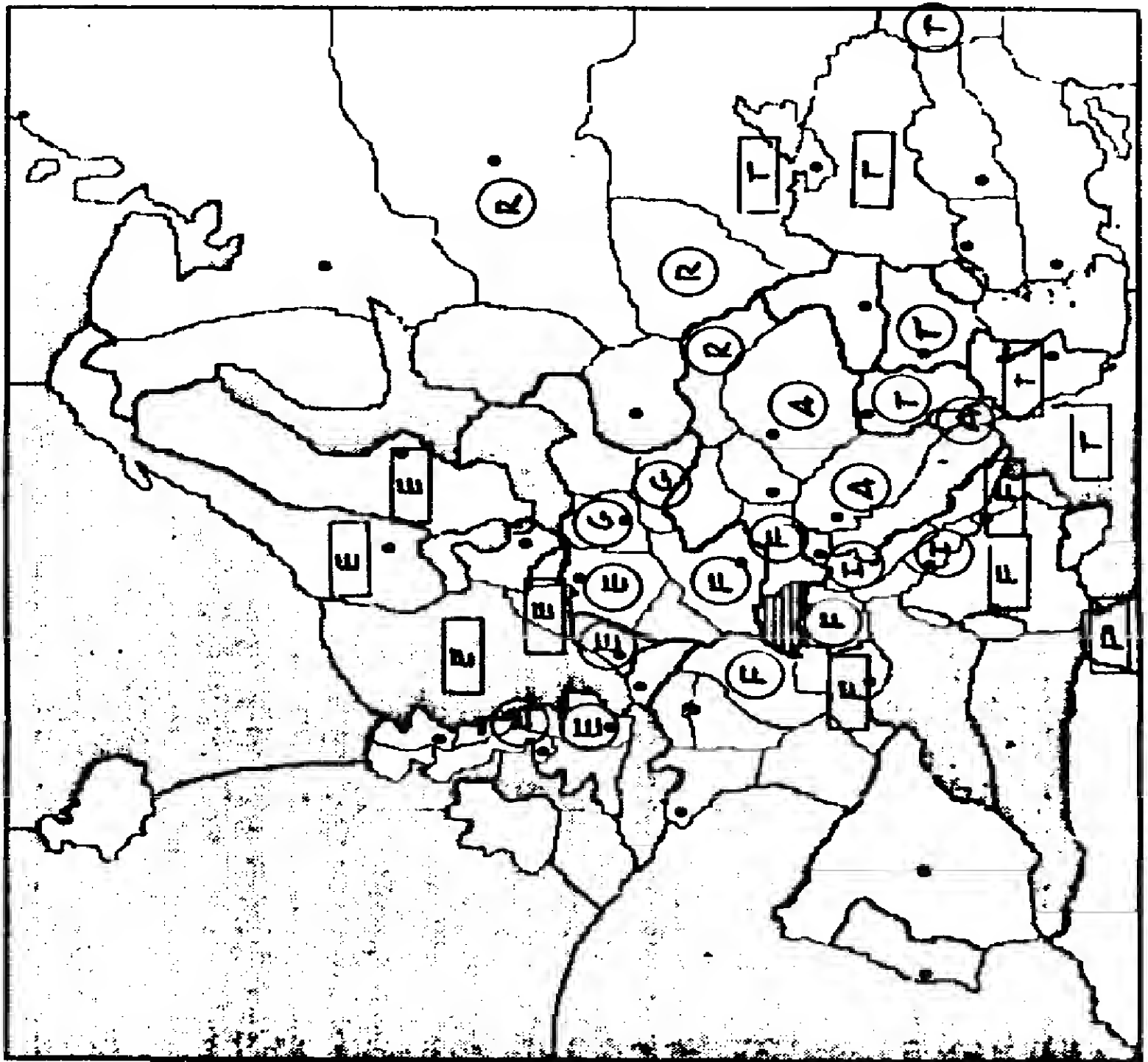
Austria (Conlon): home, -Ser (3) Removes: F Apu;  
England (Baumeister): home, Bel, Hol, Nwy, Swe, +Kie (8) Builds: A Lon;  
France (Hugh): home, Nap, Por, Spa, Tun, +Mun (8) Builds: F Mar;  
Germany (Hammer): Ber, Den, -Kie, -Mun (2) Removes: A Rur, F BalS;  
Italy (Goodrich): Rom, Ven (2) Even;  
Russia (Albrecht): Mos, StP, War (3) Even;  
Turkey (Peery): home, Bul, Rum, Gre, Sev, +Ser (8) NMR!!! (one short);

Austria (Conlon): A Bud\*, A Tri\*, A Ser\*;  
England (Baumeister): F HelB\*, F Swe\*, A Hol\*, F NthS\*, F Nwy\*, A Kie\*, A Yor\*,  
A Lon\*;  
France (Hugh): F TyrS\*, A Tyr\*, A Pie\*, A Mun\*, F Nap\*, F Tun\*, A Bur\*,  
F Mar\*;  
Germany (Hammer): A Sil\*, A Ber\*;

Garden State: 1981HD.

Deadline for Spring 05 is Thursday 21 Oct.

Winter 1904



Things move slowly through the Winter builds. Turkish factory workers take a Winter vacation. (In the Crimea, perhaps?)

Italy (Goodrich):	A Ven* S A Rom, A Rom* S A Ven;
Russia (Albrecht):	A Gal*, A Ukr*, A Mos*;
Turkey (Peery):	A Ser*, A Arm*, F Sev*, F BlaS*, F Gre*, A Bul*, F IonS*;

NOTE: The Turkish order last season was F Sev S F BlaS-Rum, not F Sev S. A Gal-Rum as reported. The final position and map were correct.

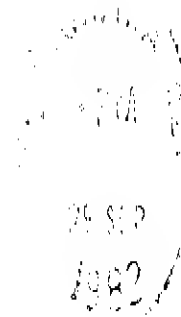
NOTE: Spring orders (and press) are on file for a few of you.

Deadline for Spring 05 is Thursday 21 Oct.

England back to GM: I used to be into video games much more that I am now. "Pinball, it's a way of life." And as for playing for free, once you're good enough, you should be able to carry on for quite some time. Dick, of course, hasn't reached that stage yet.

GM-England: One of the main reasons that video games do not have free-game options is that free games are illegal in many states (eg: New York) since a game is considered to be gambling if it can give a free game. (I'm not kidding!) There is a lot of virtue in being able to sell the same version of a game in all states. As to playing for some time, my brother (at his peak) could regularly get over an hour out of a single quarter at Missile Command. His record was 6 hours for one play. Many other games (eg: Centipede, Asteroids, etc) have people who can regularly play for over 10 hours on a quarter. The main limiting factor is generally the stamina of the player (and lack of a pressing need for the mens room).

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- ( ) This is a sample
- ( ) I solicit a mutual subscription
- ( ) I solicit a plug
- ( ) Time to renew
- ( ) See page
- ( ) Please stand by in game

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